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THE OFFICIAL STAR TREK® FACT FILES 213



Orbital Skydiving Suit
Atmospheric extreme sport

Valerie Archer
Less than human

The Kai Winn Index
Guide to Bajor's leader



The El-Aurian Index
Guide to a race of listeners



Qomar Space Station
Orbiting a world without music

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



STAR TREK™

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Creative Director: Stan Morse

Managing Editor: Trisha Palmer

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Associate Editor: Ben Robinson

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PHOTO EDITOR, LOS ANGELES: Larry Nemecek

ART EDITOR, LOS ANGELES: Guy Vardaman

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 56

THE KAI WINN INDEX

Winn Adami has fought her way into a position of power and authority through lies and the manipulation of those around her. Such a course of action allows her to attain the role of kai, but ultimately leads to her death in Bajor's fire caves.

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- 70 STAR TREK: DEEP SPACE NINE

FILE 47 CARD 3



Kai Winn's Path to Power

Winn's ruthless political ambitions far outweigh any moral code she may possess.

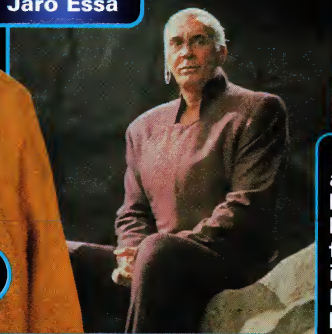
FILE 47 CARD 1

Major Kira



Winn and Kira have a mutual dislike of one another, and relations are often strained.

Jaro Essa



FILE 47 CARD 3A

FILE 10 CARD 6A

Neela



Neela is involved in a conspiracy plotted by then-Vedek Winn that will see her political rival, Vedek Bareil, assassinated by the young Bajoran engineer prior to the elections that will choose the next kai.

FILE 47 CARD 11

Vedek Bareil

FILE 47 CARD 2



Vedek Bareil is forced to withdraw from the kai elections when Winn implicates him as a collaborator during the Cardassian occupation of Bajor.



Winn has difficulty accepting Benjamin Sisko as the Emissary of the Bajoran Prophets.

Sisko as Emissary



FILE 43 CARD 45B

Winn becomes allied with Minister Jaro Essa's Alliance for Global Unity in 2370. They hope to return Bajor to more orthodox values.

Akorem Laan



Winn believes Bajoran poet **Akorem Laan** to be the true **Emissary**.

FILE 47 CARD 5



Shakaar Edon

Shakaar comes into conflict with **Winn** when he refuses to return **soil reclaimators** promised to **Dahkur** province in 2371.

"I rid myself of the Prophets and shed a lifetime of hypocrisy."

— Kai Winn

FILE 47 CARD 8

Winn never experiences a vision from the **Prophets**; she does, however, mistake a **Pah-wraith** vision as being from them.

The Bajoran Prophets



FILE 10 APPENDIX CARD 1

Gul Dukat



FILE 50 CARD 1F

Kai Winn finds herself sleeping with the enemy in 2375, when she invites **Gul Dukat**, disguised as a **Bajoran** farmer named **Anjohl Tennan**, into her bed.



The Bajoran Fire Caves



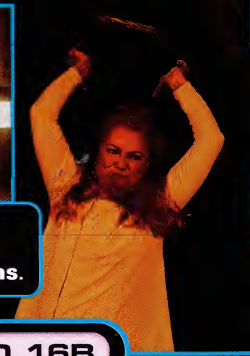
FILE 10 CARD 19

Kai Winn's death occurs when she is enveloped by flames at the hands of the **Pah-wraiths** in the **Bajoran** fire caves.

The Pah-wraiths and the Restoration



Kai Winn studies the **Kosst Amojan** in an attempt to learn how to restore the **Pah-wraiths**.



FILE 10 CARD 16B

KAI WINN STARSHIP LOG: Key episodes



'In the Hands of the Prophets'
FILE 70 CARD 19



'The Circle' & 'The Siege'
FILE 70 CARD 21



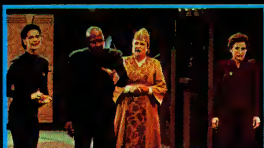
'The Collaborator'
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'Life Support'
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'The Changing Face of Evil'
FILE 70 CARD 164



'What You Leave Behind'
FILE 70 CARD 169

The Guide to the STAR TREK Galaxy

FILE 1 CARD 60

THE EL-AURIAN INDEX

The long-lived El-Aurians are known across the Galaxy as a race of 'listeners,' benignly dispensing wisdom to those in need. The selfless nature of many members of this race is even more remarkable in light of the tragedy that mars their history.

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The El-Aurians



FILE 53 CARD 3

Conman **Martus Mazur** is an atypical El-Aurian.



Martus Mazur

Martus Mazur's Gambling Device

Martus Mazur attempts to con *Deep Space Nine* residents by using a probability-altering gambling device.



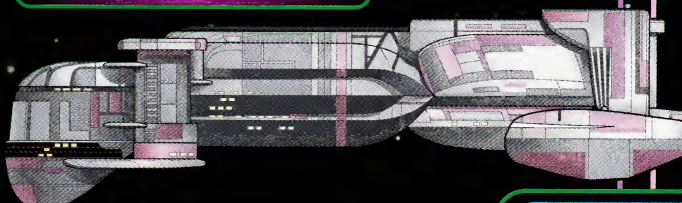
FILE 66 CARD 121

FILE 18 CARD 93

El-Aurian refugees are rescued from the nexus energy ribbon by the *U.S.S. Enterprise NCC-1701-B*.

"My people encountered [the Borg] a century ago. Our cities were destroyed, our people scattered across the Galaxy." —Guinan

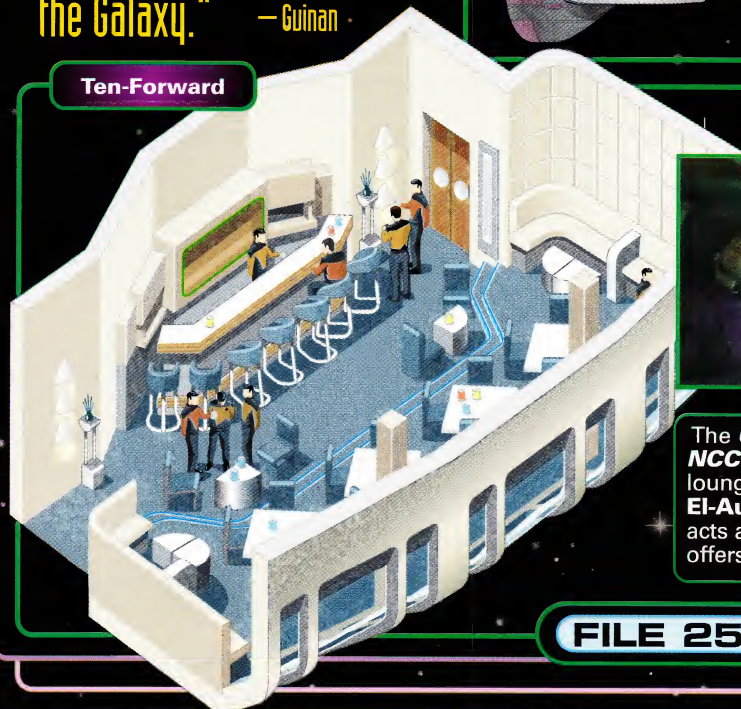
El-Aurian Transport Vessel



The El-Aurians have developed warp-capable transport ships such as the *S.S. Lakul*.

FILE 40 CARD 24

Ten-Forward



The *U.S.S. Enterprise NCC-1701-D*'s social lounge is run by the El-Aurian **Guinan**, who acts as a confidante and offers a sympathetic ear.

FILE 25 CARD 18



Guinan

FILE 53 CARD 1

Guinan has enjoyed a long and mysterious relationship with Starfleet's Captain **Jean-Luc Picard**, who trusts her implicitly.

Dr. Tolian Soran



Dr. Tolian Soran: Method in his Madness

FILE 53 CARD 2A

Dr. Soran cannot forget the brief moments of pure joy he experienced inside the **nexus energy ribbon**.

Dr. Soran works in league with the Klingon Duras sisters.



FILE 48 CARD 16

The Nexus

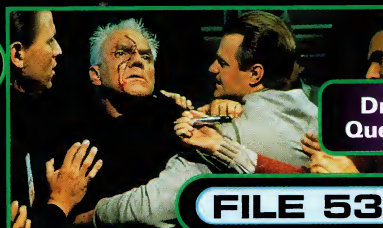


FILE 5 CARD 2

Dr. Tolian Soran's Quest for the Nexus

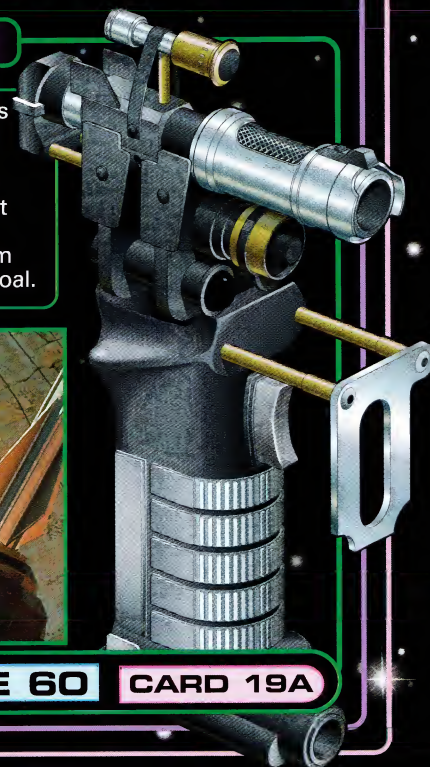
The **El-Aurians** who touch the fantasy reality of the **nexus** find that their lives are changed forever by this unique experience.

FILE 53 CARD 2B



Soran's Gun

Soran fashions himself a small hand weapon. He is not afraid to use it against anyone who tries to stop him achieving his goal.



FILE 60 CARD 19A

Soran creates a weapon capable of destroying stars. Its touch-screen control panel displays the circular designs of **El-Aurian** script.

Soran's Missile and Launcher



FILE 60 CARD 19

EL-AURIANS STARSHIP LOG: Key episodes



'Q Who?'

FILE 69 CARD 41



'Yesterday's Enterprise'

FILE 69 CARD 62



'Ensign Ro'

FILE 69 CARD 100



'I, Borg'

FILE 69 CARD 119



'Time's Arrow'

FILE 69 CARD 122



'Rascals'

FILE 69 CARD 128

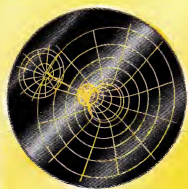


'Rivals'

FILE 70 CARD 29



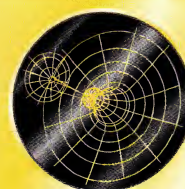
STAR TREK GENERATIONS
FILE 78



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 28



SPACE
PHENOMENA

GRAVITY SINKHOLE

Like a whirlpool in the fabric of space, the gravity sinkhole draws ships into a miniature solar system adrift from the known universe.

Gavity sinkholes are variants of the black hole phenomena whose existence were first theorized by scientists in the early part of the 20th century. The phenomenon is formed during the course of stellar evolution, arising as nuclear fuels, which are exhausted in the core of a star when the pressure associated with their heat is no longer available to resist the contraction of the core to ever higher densities. This generates an extremely dense celestial body with a gravitational field so strong that, if the body is large enough, nothing – including electromagnetic radiation – can escape from its vicinity. The body is surrounded by a spherical boundary called an horizon, through which light and matter can enter but not escape; as a result,

it usually appears to be totally black. According to Einstein's general theory of relativity, gravitation severely modifies space and time near a black hole. As the horizon is approached from outside, time slows down relative to that of distant observers, stopping completely on the horizon.

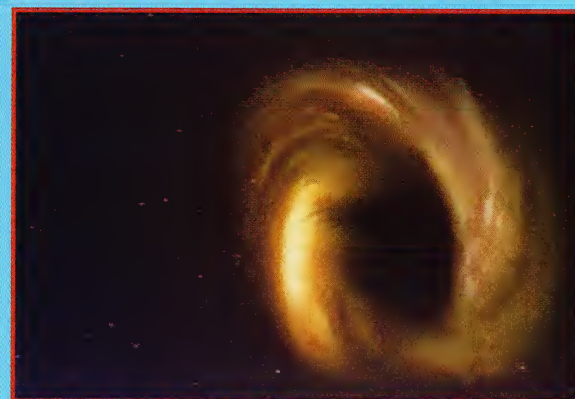
Anomalous phenomenon

The specific gravity sinkhole discovered in the **Delta Quadrant** on **Stardate 54238** is clearly anomalous, as, although generally imperceptible, it exhibits visible radiation signatures at its threshold when matter is drawn into its grasp. Furthermore, the time-distortion effect follows a different pattern, accelerating rather than decelerating relative to the exterior observer. Nevertheless, it has

sufficient properties in common with the better known black holes to be a clear variant, rather than an entirely new phenomenon.

The gravity sinkhole is approximately 600 meters in diameter, and is out of phase with normal space. Even extensive recalibration barely enables it to register on the sensors of the **U.S.S. Voyager NCC-74656**. A severe **gravimetric shear** is the first and only warning unwary starships have as they are drawn inexorably into its grasp. Smaller ships have no opportunity for escape; larger ones may have the power, given the relatively small diameter of this specific phenomenon, but few captains would have the wits to devise a solution in the few seconds they have before their capture is complete.

A glowing yellow-orange



▲ The gravity sinkhole is an awe-inspiring sight, appearing as a swirling mass of energy against the backdrop of normal space.



▲ The event horizon of the sinkhole is visible from the surface of the habitable world contained within it, even during the planet's daylight hours.

MAROONED

Secret solar system

Within the sinkhole is an entire solar system, comprising a small sun orbited by three planets. The Class-D planet on which Tuvok and Paris are marooned is marginally inhabitable by humanoid life forms, but existence is harsh in this desert environment, with sparse grasslike vegetation and rocky terrain. Sand spiders are the only edible indigenous life form.

The gravimetric pull of the sinkhole is so intense that it comes as little surprise that a multitude of aliens come to find themselves stranded on the surface of the desert world with little hope of being retrieved. Even the **U.S.S. Voyager NCC-74656** is caught off guard, and only escapes the anomaly by venting 3000000 isodynes of valuable warp plasma from its nacelles in order to counteract the severe gravimetric forces, while simultaneously reversing its shield polarity.



▶ The only habitable world within the sinkhole is a desert-like Class-D planet populated by stranded aliens.

▶ A small solar system, featuring just three planets and a small star, exists within the sinkhole. Only one of the planets is habitable by humanoid life.



▶ The appearance of vessels passing through the sinkhole – an event visible as bright streaks of light – is something of a common sight on the desert planet.



GALAXY FACTS

All scientific knowledge at the time of Stardate 52438 indicates that gravitic sinkholes are strictly one-way phenomena – what goes in never comes out. Therefore, the U.S.S. *Voyager* crew's obtaining probe telemetry from within a sinkhole is remarkable enough, but their rescue of their comrades is unprecedented.

spiral flares for a moment in the blackness of space, and then the ship is gone. Those vessels that survive the transition are often so severely damaged by the sinkhole's distortion field that the pilots are left with little control. They emerge like blazing comets through a blue vortex into the sky of a desert planet, and crash onto the inhospitable sands below. Survivors face a bitter struggle for existence on the harsh terrain.

Window to a world

The sinkhole contains a **Type-G** sun and three planets, only one of which is inhabited by refugees, as the exit point of the sinkhole opens directly into its atmosphere. No ship has survived undamaged to explore the other two worlds. Representatives of at least two Delta Quadrant species are marooned on the sinkhole planet. One in sufficient numbers to indicate that they are indigenous to that immediate area of space, and that the sinkhole is a significant local navigational hazard.

Ordinarily, life is harsh but

possible on the desert planet, but although the pocket universe has been stable for a long time, the gravitational forces are increasing as it reaches the end of its expansion/contraction cycle. Within an unspecified, but brief, span of time, it will collapse entirely, crushing any survivors trapped within.

The gravity sinkhole's distortion field inhibits communications with the outside universe; even those ships fortunate enough to have working communicators after their rough arrival find that their signals are merely reflected back at them. Inside the sinkhole, time is distorted by a ratio of 0.4744 seconds per minute, so that subjectively a two-month period, inside the sinkhole universe is equivalent to just over two days to an external observer.

This inability to communicate with the outside, combined with the temporal distortion effect, leads survivors to believe that they have been stranded for periods of up

The sensor scans taken of the sinkhole by the U.S.S. *VOYAGER* provide unparalleled information on the mouth of the anomaly, leading to the rescue of the away team.

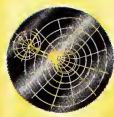
to 14 years – which, subjectively, they have – and that their governments have long ago given up hope of locating them.

Collapsing a sinkhole

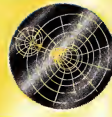
In at least one case, this is the truth. **Supervisor Yost**, of **Renovation Team Nova**, is a member of a species native to the region, and his people have had enough of losing ships to the sinkhole. Over the course of a year alone, 11 of their vessels have vanished, and while his people's technology is not up to rescuing people from the sinkhole's grip, they have devised a method of sealing the anomaly so that no further ships are lost. This mission brings

The Astrometrics Lab aboard the U.S.S. *VOYAGER* NCC-74656 is able to display highly detailed analyses of the sinkhole, and its effects on the surrounding space.

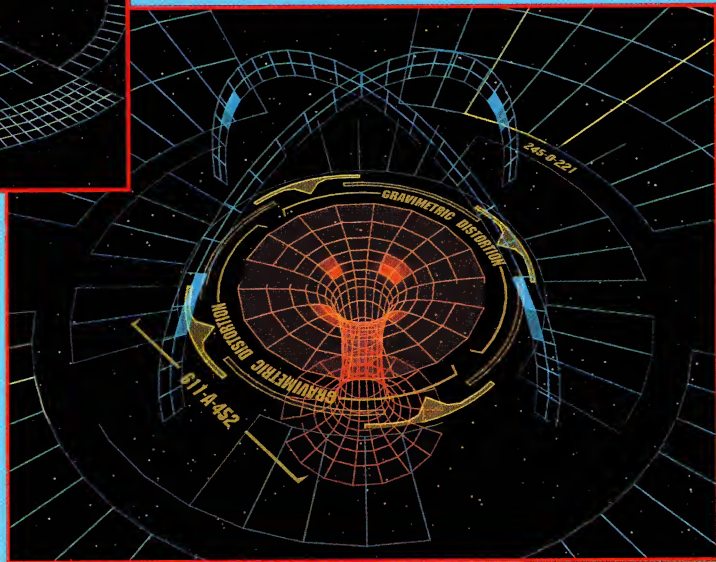
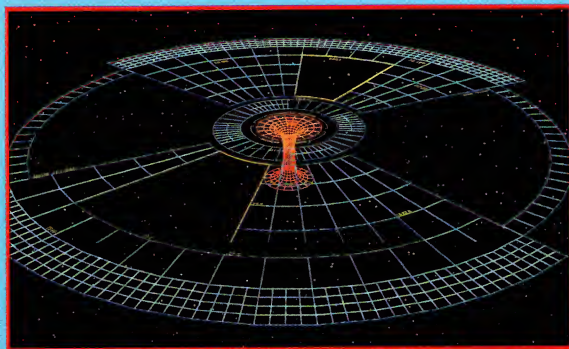
Due to the anomaly's time differential, the transporter will take 11 minutes to work, rather than 0.5 seconds.



SPACE PHENOMENA



SPACE PHENOMENA



Supervisor Yost into conflict with *Voyager*, as a shuttlecraft containing two of its crew members is lost in the sinkhole on Stardate 52438. **Starfleet** training and resources ensure that **Tom Paris** and **Tuvok** are well equipped to survive, but interaction with other refugees become problematic. They find one ally in the form of the woman named **Noss**, but the majority of their fellow castaways, who belong to the same species as Supervisor Yost, are belligerent and hostile in the extreme, rendering any form of cooperation impossible.

Captain Kathryn Janeway is forced into conflict with Supervisor

Yost, who wishes to seal off the anomaly before *Voyager* can initiate a rescue. Simultaneously, they must circumvent the rules of known science in order to rescue Tuvok and Paris from the sinkhole. After an uneasy standoff – which consumes two months in the sinkhole universe – Paris, Tuvok, and Noss are rescued by *Voyager*, moments before the sinkhole is sealed.

Whether the sinkhole universe has yet collapsed is not presently known, but it seems clear that, even if it has not yet terminated, the actions of Supervisor Yost and his people have condemned their trapped compatriots to an inevitable and hideous demise.

SEALING A SINKHOLE

Yost takes action

Supervisor Yost arrives at the sinkhole with one objective: to forcibly close the anomaly that has become a navigational hazard in his people's region of space. Yost's plan involves firing an anti-graviton beam directly into the opening of the rift, and it is determined by the crew of *Voyager* that this course of action will seal the anomaly within 29 minutes.



Supervisor Yost is determined to close the sinkhole after his species lose 11 ships in it.

Yost's superiors have charged him with closing the anomaly, even though this dooms those trapped inside.





TYPE:

GALAXY-CLASS STARSHIP

REGISTRATION No:

NCC-71854

NAME:

U.S.S. VENTURE

DORSAL VIEW

LIFEBOAT HATCHES

PHASER STRIP

MAIN
BRIDGE

SAUCER SECTION
IMPULSE ENGINES

MAIN SHUTTLEBAY

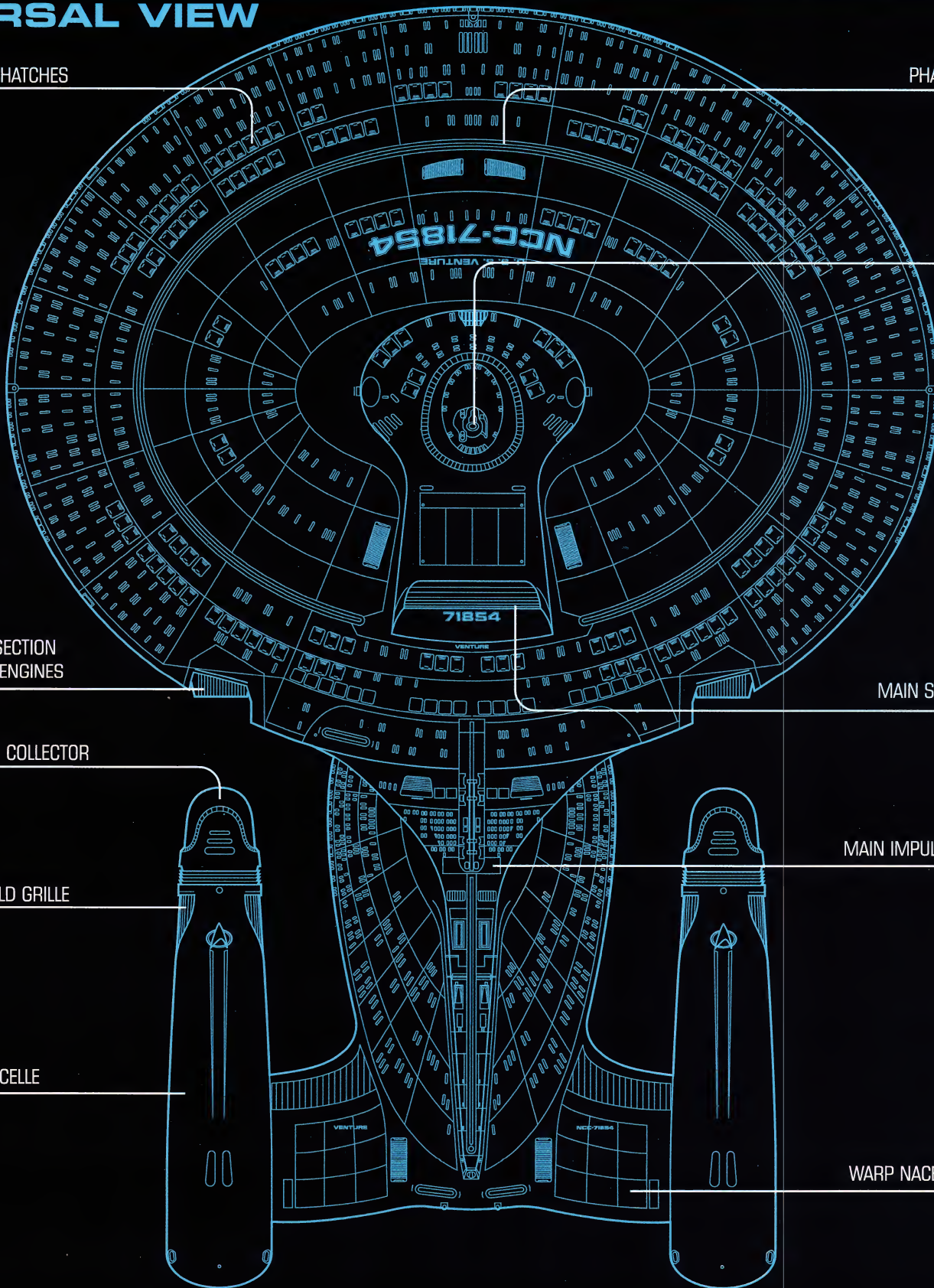
BUSSARD COLLECTOR

MAIN IMPULSE ENGINE

WARP FIELD GRILLE

WARP NACELLE

WARP NACELLE PYLON



TYPE:
GALAXY-CLASS STARSHIP

REGISTRATION No:
NCC-71854

NAME:
U.S.S. VENTURE

The *U.S.S. Venture NCC-71854* is a mainstay of the Federation's skirmishes against the Dominion throughout the 2370's. The ship has been instrumental in many key battles, from *Deep Space Nine* to the Chin'toka system.

The *U.S.S. Venture NCC-71854* is a *Galaxy*-class vessel, one of a number of similar starships designed and manufactured by Starfleet in its ongoing development of new ships and equipment. *Galaxy*-class vessels first came into service in the early 2360's, and were created to carry out scientific, offensive, and defensive missions on behalf of the **United Federation of Planets**; during the dark days of the **Dominion War**, the *U.S.S. Venture* comes to prominence in the latter of these roles.

Externally, the *Venture* is virtually identical to the illustrious *U.S.S. Enterprise NCC-1701-D*. The *Venture* embodies all of the characteristics of its more famous relation, and while it may not be as well known as Starfleet's one-time flagship, it nevertheless carves out a distinguished and honorable career of its own. Its contribution to the defeat of the Dominion forces should not be underestimated.

State-of-the-art starship

At the time of its launch, the *Venture* was among Starfleet's most advanced ships. Like all the *Galaxy*-class vessels, it features a dual hull configuration that is separable in certain tactical scenarios, and is distinguishable from the rest of its class only by its Starfleet registry, which is clearly displayed on the upper edge of the saucer section.

At times, the *Galaxy* class has seemed somewhat ill-fated. At least three vessels have met with disaster; the *U.S.S. Yamato NCC-71807* is destroyed in 2365; the *U.S.S. Odyssey NCC-71832* becomes the first major victim of **Jem'Hadar** forces in 2370; and the *Enterprise* is destroyed above **Veridian III**. The destruction of these vessels exposes the fact that the *Galaxy* class is not without weaknesses, and it is therefore even more impressive that the *Venture* has survived at least two major campaigns since its launch.

The *Venture* becomes involved at a very early stage in the events that surround the starbase **Deep Space Nine** and eventually lead to all-out war with the Dominion forces. It continues to play an important role throughout the entire campaign. In 2372, the vessel is sent to the *Deep Space Nine* by **Starfleet Command**, as part of a six-ship relief force designed to prevent the intended **Klingon** invasion of **Cardassian** space. The *Venture* is the lead ship in this flotilla, and as it is customary for the senior officer of such a fleet to take command of the primary vessel, it is likely that temporary command is assigned to **Admiral Hastur** during Starfleet's attempts to prevent Klingon forces from kidnapping the leaders of the newly formed **Cardassian** government from *Deep Space Nine*.

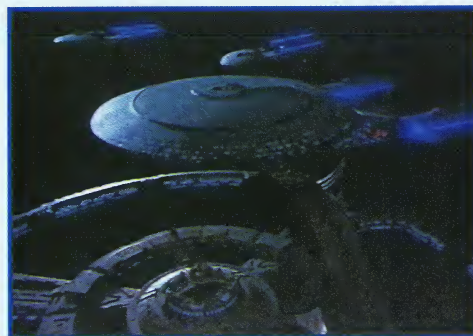
The *Venture*'s usual commanding officer at this time is a good friend of **Captain Benjamin Sisko**, and he offers a place on his crew to the troubled **Worf**; his gesture is appreciated, but the Klingon declines, preferring to remain on *Deep Space Nine*.

The *Venture* happily avoids sustaining considerable damage during combat with the Klingon forces, but the same cannot be said of many of the ships that fight along side it during Starfleet's attempts to retake *Deep Space Nine*. In 2374, the *Venture* is once again dispatched to the front lines – this time in an effort to secure *Deep Space Nine* for the Federation before Dominion forces can eradicate the minefield that prevents massive reinforcements from flooding into the **Alpha Quadrant** through the **Bajoran wormhole**. The study ship is entrusted with forming a defensive barrier, along with the *U.S.S. Magellan NCC-3069*, for the starboard flank of Captain Sisko's *U.S.S. Defiant NX-74205*. The *Venture* is involved in some of the most vicious fighting seen during this bloody war: moving into the gap deliberately opened up in the Dominion fleet by **Gul Dukat**, the *Galaxy*-class ship is initially highly successful in its protection of the *Defiant*, but when the three vessels move in too close to the **Jem'Hadar Warships**, they all suffer considerable damage. In addition, Dominion forces jam ship-to-ship communications during the conflict through the use of a rotating EM pulse, and only the *Defiant* makes its way through to *Deep Space Nine* after the five-hour battle.

To fight another day

The fate of the *Venture* may seem uncertain during the battle, but it survives the full-scale engagement and is eventually returned to active service. Its next major engagement is carried out alongside four other *Galaxy*-class ships, including the class's prototype vessel, the *U.S.S. Galaxy*, within the combined fleet of allied Alpha Quadrant forces that invades Cardassian-held space at the strategically vital **Chin'toka system**, late in 2374. During this major conflict, the *Galaxy* is severely damaged, but the *Venture* once again survives the intense combat to fight another day.

Galaxy-class vessels may have been designed as exploratory and diplomatic vessels on behalf of the Federation, but the *Venture* and its crew help illustrate what a formidable weapon the design can take. The *Venture*'s role in the peacetime Alpha Quadrant is very likely to return to what it was before the war, but its actions ensure that a special place will be reserved for it in Starfleet history.



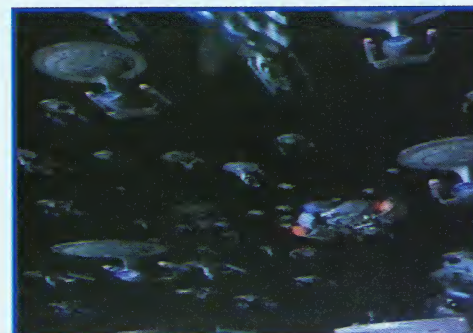
▲ The *U.S.S. VENTURE* docks at **DEEP SPACE NINE** in 2372, ready to go into battle against Klingon forces that are threatening the **Cardassian Union**.



▲ The *VENTURE*'s captain offers a place on his crew to **Worf**, who is having a crisis of faith sparked by the **Klingons'** actions. **Worf** appreciates the gesture, but declines.



▲ The *VENTURE* is just one of the many starships that make up the **Starfleet Task Force** dispatched to the **Bajor system** in 2374, to counter a Dominion invasion.



▲ The *VENTURE* fights alongside other **GALAXY**-class ships in the offensive. The larger vessels form a protective shield around the *U.S.S. DEFIANT*.

FILE 46 TRILL PERSONNEL

The Tigan Family

The Tigan family run a successful pergium mining facility. They are an ostensibly happy and solid unit, but the return of the daughter of the family, **Ezri Dax**, reveals some deep cracks beneath the veneer.



OTHER CARDS IN THIS FILE...

1 DAX

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

◀ The Tigan family symbol
The Tigan family uses this symbol to identify itself in its pergium mining business dealings.

Members of the Trill race are often considered only in the context of the unique bonding that exists between some individuals and the race of vermiform symbionts that share their homeworld. Many humanoid Trills have made a great success of the single lifetime afforded them without any help from a symbiont, however. One such example of this is the Tigan family, which owns and runs the sixth-largest pergium mining facility in the entire sector from a base on **New Sydney**, in the **Sappora system**.

Family business

The Tigan mining operation is very much a family business, headed by **Yanas Tigan**, with help from her two sons, **Norvo** and **Janel**; much to Yanas's disappointment, a third child, her daughter **Ezri**, chose to pursue a career in **Starfleet** rather than joining the family business.

Ezri is not exactly estranged from her family, but she does not visit them

PROFILE OF A TRILL FAMILY

NAME: The Tigan family. Mother Yanas has two sons, Janel and Norvo, and a daughter, Ezri.

OCCUPATION: The Tigan family owns the sixth-largest pergium mining facility in the Sappora system. All members of the family work in the business apart from Ezri, who left to pursue a career in Starfleet.

REMARKS: Yanas's dominance and tough approach to life has done her children more harm than good.

FIRST SEEN: 2375

STARSHIP LOG: 'Prodigal Daughter' [DS9]



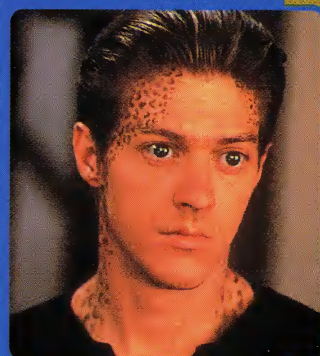
◀ **Stern matriarch**
Yanas Tigan always puts her business first, and shows little emotion.

▶ **Ezri could not stand the oppressive atmosphere on New Sydney. She escaped by joining Starfleet.**



◀ **Janel gives the impression of being happy to remain at his mother's side and help run the business.**

▶ **Norvo is mentally unstable. He resorts to murder when he believes that this will help his family.**



often. She found life on the mining colony oppressive, and spent her childhood dreaming of a career in Starfleet that would take her away from it. It takes something as important and necessary as a request from **Captain Benjamin Sisko**, her commanding

officer on **Deep Space Nine**, to resume more than occasional communications.

In 2375, Ezri contacts her mother in order to obtain information on the **Orion Syndicate** member **Liam Bilby** and his wife, **Morica**, with whom her family's business dealings may have

brought them into contact; **Chief Miles O'Brien** has disappeared on the planet during a private investigation into the Bilbys. Ezri has some reservations about reestablishing contact with her relatives, but obtaining the information is more important than her familial problems.

mining discovery knocked the Tigan family facility out of the top five pergium providers in their sector.

This competitive nature has had adverse effects on Yanas's relationships with her family, however. Norvo and Janel still live with their mother and assist in the running of the family mining facility, but both young men feel obliged to treat her more like a commanding officer than a close relative. They address her as "Ma'am," which serves to strengthen this impression. It is difficult to separate home life from business, as Yanas rarely lets the former impinge upon the latter for very long. Her attentions seem so strongly focused upon the fortunes of her

HOME SWEET HOME

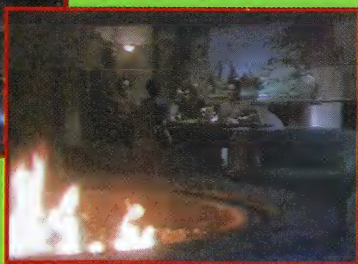
★ Relative comfort

The Tigan family live in spacious quarters heated by picturesque open fires. They are well-heeled, but not overly extravagant.



★ Tough life on a hostile world

The Tigan family's mines are located amid the harsh landscape of the New Sydney colony. It is a tough life, and the rewards are hard-won.



Domineering matriarch

Ezri describes her mother as "a force of nature." It is certainly true that Yanas is possessed of a great deal of driving energy and an extremely strong will, both necessary attributes for a successful businessperson in a frequently hostile universe. She is also very competitive – Ezri remembers how upset she was when a **Ferengi**



The Tigan Family



★ Hands on

The Tigan family keep close tabs on their operation, and are familiar with all their equipment.



★ Family foreman

Janel Tigan acts as the firm foreman, often going down into the mines to talk to the staff.

business that she treats her sons more like employees than family.

Norvo, the younger of the two, seems especially oppressed by this attitude; little things indicate the manner in which his mother dominates him, such as the way she interrupts him without apology or hesitation, and ignores his wishes regarding the display of his artwork. When Ezri suggests that he accompany her on her return to *Deep Space Nine*, for a holiday if nothing else, he immediately shows fear of his mother's disapproval of such a plan.

Norvo comes across as friendly, enthusiastic, and affectionate, if slightly fey and scatter-brained. He is an artist, poet, and musician in his spare time, and these constitute his true personal ambitions; he has little real interest in the pergium mine. Despite his obvious talent, he is extremely self-deprecating and even destructive at times regarding his work. He

★ Standing up to mother

Ezri's mother seems to care about her a great deal, but the young Starfleet officer is not afraid to speak her mind.

"I guess I just spent so many years dreaming of ways to get out of that house that I didn't see what was really going on inside." — Ezri Dax

takes rejection from a leading art school very badly, and tells Ezri that all his artistic 'hobbies' are mere indulgences – an attitude that clearly comes more from his mother than himself. Ezri's protests that Norvo can still make a living from his art seem to have little effect; her claims that he is being ruled by the influence of their mother, who was similarly discouraging with Ezri, spark off an emotional crisis. After drinking heavily, he defaces several of his paintings, indicating deep-seated psychological problems.

Following the family tradition

Janel, the older brother, seems to have a simpler relationship with his mother, although it is only slightly warmer. He acts more as her foreman than as her son, and throws himself into his work to avoid family concerns and emotional problems.

Janel has a more serious personality than his brother, and is much more his mother's son. He finds it difficult to hide his cynicism concerning Ezri's loyalty to the family when compared with her loyalty to Starfleet, for example. He has a practical and understated manner, but is generally in control



of proceedings. He copes well with his position in charge of the day-to-day running of the mining facility.

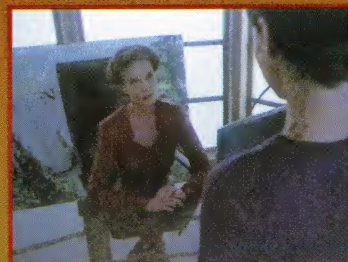
Of the three children, Ezri has perhaps the most complex relationship with her mother. Since leaving the New Sydney colony to join Starfleet, and especially since becoming joined to the Trill symbiont **Dax**, she seems to have developed the confidence to stand up to Yanas and treat her as an equal. Ezri's mother initially seems to treat her with more affection and interest than her brothers, but this may be simply part of the controlling instinct she evinces in her relationships with her offspring.

Ezri accuses Yanas of "smothering" Norvo; the business woman counters she that she has worked for 30 years to provide for her children. Little is resolved, however, before a family tragedy occurs, clearly as a result of the pressure that Yanas has placed on her children. The deceased Morica Bilby – who is paid a retainer by the Tigan mining facility in return for a loan Janel secretly accepted from the Orion Syndicate in a time of financial crisis – is revealed as having died at the hands of Norvo. Norvo confesses to protect his brother from accusation, claiming that he did not mean to kill her, but that he saw her demands for more **latinum** as the source of the business problems that are



★ Evidence of trouble

Yanas does not suspect the extremes to which Norvo has gone to protect the business.



★ Consideration

Ezri makes it clear to her mother that she thinks Norvo's wishes and ambitions are being ignored.



★ Dodgy dealings

Yanas suspects the stronger-willed Janel of being mixed up with the Orion Syndicate, until Norvo confesses to the crime.

currently affecting the family.

A devastated Yanas reaches out to Ezri for help, but her daughter offers her neither help nor comfort. As Norvo is taken into custody, Ezri advises Janel to leave and make a new life for himself. She condemns herself for not going home earlier; in her eyes, abandoning her brothers has made her just as blameworthy in their downfall as her domineering mother.

DEALINGS WITH THE SYNDICATE

Trouble down the mine

In 2375, the Tigan family make a tragic mistake when they take a loan from the Orion Syndicate, a Galaxywide criminal organization, to carry them through a difficult period. The loan is intended to be a one-off deal, but the family soon learn that it is not as easy to cease dealings with the Syndicate as it is to initiate them. Janel is about to fire Lorkin, the maintenance engineer, for sloppy work after a brand new waveguard breaks, when Ezri's Starfleet colleague Chief O'Brien realizes that the problem is with the secondary input transtator rather than the staff; the transtator is undamaged, but it is the wrong model for the drill – it has been mislabeled. Janel suspects that this is a further attack by the Orion Syndicate in an effort to persuade the Tigans to do more 'business' with them.



▶ Norvo murders Morica Bilby after she demands more money, which the family cannot afford.



▶ Norvo Tigan confesses to the murder of Morica Bilby and is taken into custody by the police.

▶ Starfleet engineer Chief O'Brien discovers evidence of sabotage in faulty mining equipment.



Valerie Archer

Commander Valerie Archer is cool, sophisticated, and appealing — the ideal Starfleet officer in many ways. She proves to be a wolf in sheep's clothing, however, when her role in a *Species 8472* plot to infiltrate Earth is uncovered in 2375.

Commander Valerie Archer is, on the surface, a very appealing woman. She appears to be a slim, striking human female, with dark hair and an expressive face. Her demeanor is purposeful, her conversation is lively and a touch intellectual. Her many qualities ensure that she has no trouble attracting male suitors, although her commission in **Starfleet** is clearly the most important thing in her life.

Things are not what they seem, however. There may well be a real Valerie Archer, alive and well and pursuing her career in the **Alpha Quadrant**, but some 60000 light years away in the **Delta Quadrant**, her doppelganger is part of a complex plot by **Species 8472**. The aliens intend to infiltrate Earth, place operatives in the highest levels of Starfleet, and monitor the **Federation's** military installations.

Cunning copijist

Archer's likeness and personality are adopted by a member of *Species 8472*, using an isomorphic technique that allows it to physically alter its form, as part of a comprehensive training scheme developed by the apparently malevolent race from **fluidic space**. It is unknown how the species acquired such detailed information on Starfleet officers, as well as the means to create an accurate replica of **Starfleet Headquarters** on Earth, but a number of training simulations have been set

up throughout the Delta Quadrant.

Neither is it clear how much of the real Archer — and the thousands of other officers used as templates for the exercise — is present in her copy. It seems likely that her character traits and disposition are close to the original, as the duplicate of **Starfleet Academy** groundskeeper **Boothby** is identical to the genuine article. The individual may even have been chosen because it possessed similar attributes already.

Maximum method acting

The member of *Species 8472* who has taken on Archer's appearance displays a ready wit and an ability to make easy conversation. It is a naturally gregarious creature that has mastered the art of interpersonal relationships. This Archer gives the impression of not suffering fools gladly. She gives her background, which may have been appropriated from the authentic Archer, as that of a "Starfleet brat," whose parents both served aboard a starship. She claims to have seen half of the Alpha Quadrant by the age of 10. She reached the rank of commander after graduating from the academy, where she was one of the many cadets who found a friend and benefactor in Boothby.

Archer claims that half the captains in Starfleet would not be where they are without Boothby's guidance and advice. One hint he gave her — to smile when you eat the **gagh** aboard a **Klingon** ship —

PROFILE ON VALERIE ARCHER

NAME: Valerie Archer is a cover identity adopted for her role in the false Starfleet. The creature's real name is unknown.

LIFE FORM: *Species 8472* creature

OCCUPATION: 'Valerie' is one of the members of *Species 8472* selected to take part in a plan to deal with an anticipated attack by Starfleet. She is given the role of a Starfleet command officer.

FIRST SEEN: 'In the Flesh' [VOY]

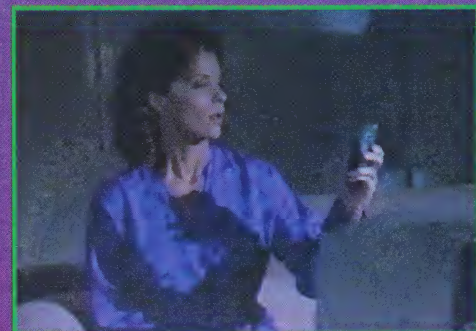
comes in handy when she is offered a field commission as first officer on the Klingon vessel **I.K.S. Hor-CHA**. Whether adapted from real experiences or not, her story has clearly been well crafted.

The *Species 8472* creature in Archer's form is fascinated by human beings. She feels they are a paradox: primitive and violent, with genetic impurities and no telepathy,



▲ Commander Valerie Archer appears to be human, but she hides a shocking secret under her false skin.

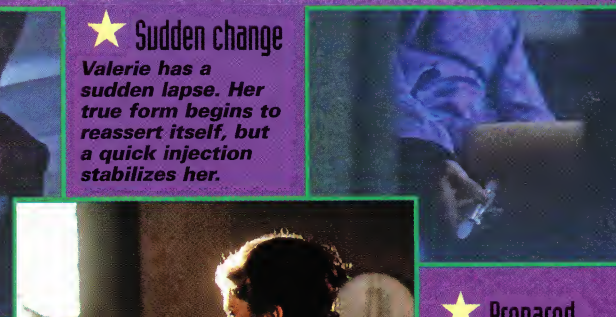
ILLUSION OF HUMANITY



★ **Inject**
Species 8472 cannot maintain their human shape for long periods of time. Valerie must give herself regular injections to prevent reversion.



★ **A dose for Chakotay**
Valerie gives Commander Chakotay an injection to help him maintain his human form, unaware that this is his true shape.



★ **Sudden change**
Valerie has a sudden lapse. Her true form begins to reassert itself, but a quick injection stabilizes her.



★ **Prepared**
All of the false Starfleet officers are issued with supplies of the compound, which they administer regularly.

OTHER CARDS IN THIS FILE...

- 2 MARTIA
- 3 ANYA
- 4 LAAS

SEE OTHER FILES...

OTHER GROUPS & RACES.....File 18
A GUIDE TO NON-FEDERATION
STARSHIPS.....File 40
STAR TREK: VOYAGER.....File 71



Valerie Archer



★ Acquaintance

Valerie Archer holds Boothby, the legendary academy groundsman, in high regard, especially as the 'Boothby' she knows is her leader.

★ Testing times

Archer suspects that Chakotay's questions are a test to see if she can be tricked into revealing her true nature.



★ High ranking officer

Archer appears to be one of the leaders of the infiltration plan, along with the Boothby alien and one impersonating an admiral.

yet they have created many beautiful ways to communicate their ideas, including music, literature, and art. Reading helps her relax, and the literature of Federation species is of particular interest, even beyond its relevance to her training. She reads texts as diverse as 'A Cave Beyond Logic,' 'Vulcan Perspectives on Platonic Thought,' and 'Beyond the Galactic Edge – Humanity's Quest for Infinity.' She also has the collected works of George Bernard Shaw in her library, and is familiar enough with the tome to recognize quotations from it. She feels Shaw had a complex mind – for a human.

Archer does not hold humanity in high esteem, however. She feels

"We shouldn't be talking about this. Think human, talk human, be human, remember?" — Species 8472 Valerie Archer

★ Peace broker

Archer is instrumental in negotiating peace between her people and VOYAGER's crew.



they cannot be trusted, and are bent on attacking any species that is not part of the Federation. She is also uncomfortable with aspects of taking human form, such as bipedal locomotion and the concept of sleep. She finds the constant and very painful danger of reverting to her natural form unnerving.

Formidable detective

The Species 8472 Archer is highly intelligent and perceptive. She suspects **Commander Chakotay** – the first officer of the **U.S.S. Voyager NCC-74656**, who infiltrates her training sphere – right from their first meeting, and uses the opportunity of kissing him following a date to covertly test his DNA. This confirms her and the replica Boothby's suspicions that he is a real human, despite his pretense of being a fellow member of her species. She becomes colder and abandons some of her pretense when his true identity becomes known.

Archer is clearly an individual of some rank or importance. She sits in on Chakotay's interrogation



★ Fond farewell

Chakotay and the Species 8472 Archer bid goodbye to one another with a passionate kiss.



★ Lover of literature

Archer is attracted to Chakotay when she sees him reading a book. She has developed a genuine interest in the literature of the Federation.

and is part of the subsequent delegation that transports to **Voyager** to deal with the situation. To this point, she is content to follow the party line that the Federation is a ruthless power committed to conquest, as shown when **Captain Kathryn Janeway** made allies of the **Borg** and invaded fluidic space in 2374.

The fact that Archer has had a chance literally to see through human eyes gives her cause to doubt this established thought, however. She does not want war, and rightly suspects that the specter of human invasion hanging over Species 8472 might be a misunderstanding.

Archer takes the initiative and

★ Social graces

Archer has picked up the social conventions of the human race perfectly. She operates easily in social situations and has no trouble initiating small talk.



tells Janeway the real reason for the 8472 recreations of Starfleet: it is nothing more than preparation for a reconnaissance mission aimed at maintaining their own safety and security. Her sharp perception once again proves correct, and Archer plays a key role in putting a stop to further hostilities. This paves the way for a new attempt at **first contact**.

Archer is relieved to be able to shed human form when the orders come through to close down the **Terraspheres** and return to fluidic space. She completes her assignment with great success, but, more than that, she has averted an interstellar war – an act of which the real Archer should be proud.

GETTING INTO CHARACTER

Think human, talk human, be human

The Species 8472 Archer appreciates being in human form most of the time, which is uncommon among her colleagues. She enjoys breathing the salinated oxygen molecules of the **Terrasphere** recreation of Starfleet, as they stimulate her epidermal and neural receptors. She drinks Klingon martinis and enjoys dancing, especially during 'Pon farr night' at the local Vulcan nightclub in 'San Francisco.' She has availed herself of the opportunity to learn a great deal about the race Species 8472 views as a mortal enemy: she is a natural at being human, and handles cultural idiosyncrasies, such as the use of slang vocabulary and humor, with great ease. She is able to convincingly maintain the Archer persona for hours at a time, even in the company of a genuine human being such as Chakotay. Her attempts at flirting are very polished; she even experiments with intimate relations in human form.

▼ Dangerous liaisons

Archer uses a kiss to extract a DNA sample from Commander Chakotay, which she can then analyze.



▲ Harmless

Talking to Chakotay makes Archer realize that humans may not be as much of a danger as her people thought.

Tincoo

As a member of the Qomar, Tincoo is as fascinated with the Emergency Medical Hologram aboard *U.S.S. Voyager NCC-74656* as other members of her race. Her relationship with the Doctor grows from one of respect and admiration to something more intimate — or so it seems.

Tincoo is a typical female of the **Qomar** species of the **Delta Quadrant** — a short-statured humanoid of slight build with a tawny cast to her skin. Her eyes are brown and her hair is black, cut to shoulder-length and held back in an inverted fan-shape. She dresses in a standard outfit for her race, wearing a close-fitting silver bodysuit that encloses her feet, covered with a semi-transparent, light blue over-dress. As with all Qomar, Tincoo's dominating facial feature is a small cranial ridge that extends vertically from the bridge of her nose to the top of her forehead. The ridge is much more prominent on males; female Qomar such as Tincoo have softer protrusions.

Tincoo displays obvious technical skills, and she may serve the Qomarian race in a scientific capacity. Notably, she also wears a thin sash of metallic silver material, running from her left shoulder to her right hip; this silver strip appears to be some indicator of rank or special standing among the Qomar, as it is worn by only the Prelate of the Alliance and a handful of locals, and not by members of the general populace.

Tincoo's access to replicator technology, building and construction expertise, and holographic

status in Qomarian society. She is able to make arrangements on a planetwide scale with ease, and seems to have at least a passing association with **Prelate Koru**, a ruling figure in the **Qomar Planetary Alliance**.

Technical prowess

Tincoo displays obvious technical skills, and she may serve the Qomarian race in a scientific capacity. Notably, she also wears a thin sash of metallic silver material, running from her left shoulder to her right hip; this silver strip appears to be some indicator of rank or special standing among the Qomar, as it is worn by only the Prelate of the Alliance and a handful of locals, and not by members of the general populace.

Tincoo's access to replicator technology, building and construction expertise, and holographic

PROFILE ON TINCOO

NAME: Tincoo

LIFE FORM: Qomarian female

STATUS: Citizen of the Qomar Planetary Alliance. She is an expert in mathematics, computer programming, and holographic technology.

ACCOMPLISHMENTS: Creator of the Musical Hologram.

FIRST SEEN: 2376

STARSHIP LOG: 'Virtuoso' [VOY]



Tincoo displays the characteristics typical of her race — a short stature and a ridged nose. Like other Qomar, she turns out to be more pragmatic than emotional.

programming equipment, all imply that she can command substantial resources on very short notice, a further indication of her high social standing.

Recently, she has become well known as the woman who introduced music to her people. Tincoo first becomes aware of the existence of music and

musical expression when she encounters personnel from the **United Federation of Planets** on **Stardate 53556**.

Alien encounter

The starship on which Tincoo and three other Qomar are traveling suffers a malfunction, caused by a side effect of sensor sweeps carried out by the *U.S.S. Voyager NCC-74656*; the *Voyager* crew rescue the stricken Qomar, and they are placed in sickbay to have their light injuries healed by the vessel's **Emergency Medical Hologram**.

At first, Tincoo reacts as

MUSICAL EXPLORATIONS



★ Closer

Tincoo seems to develop a special relationship with the Doctor, and he certainly takes her attentions to mean something more than just a casual interest.



★ Invitation

Tincoo uses her influence to ensure that the Doctor is invited to visit the closed society of the Qomar homeworld.



★ Disrespect

Tincoo is rather shocked to find that many of the Doctor's crewmates do not treat him with the respect she thinks he deserves.

★ Enchanted

Tincoo and her fellow Qomar are enchanted by the Doctor's singing ability, although it does not stop them patronizing the other crew.



Tincoo



★ Romantic air

The Doctor mistakes Tincoo's interest in him for romantic feelings, when it is in fact more akin to professional interest. She wants his abilities, not his personality.



★ Showman

Tincoo is impressed and amused by the myriad costumes the Doctor intends to wear during his performances. She seems happy to help her new friend prepare for his evenings on the stage.

"You inspired me to do my greatest work."

— Tincoo to the Doctor

his concerts by replicating items of scenery, and even radically alters the configuration of a university lecture hall to serve as a makeshift opera house. Tincoo confides to the EMH that his performances are both inspirational and stimulating to her. The Doctor interprets her passionate overtures as being similar to those of his other 'fans' on Qomar. Swayed by his arrogance and desire for fame, he considers quitting his post on *Voyager* to remain on Qomar to pursue his singing career. Tincoo happily offers the holoprogram a dynamic new life among those who truly appreciate his talents.



★ Cultural ingenue

Tincoo is a warm and open person who is keen to share her new discovery with her people.



would any member of her isolationist and xenophobic race: she treats the **Doctor** and *Voyager's* crew as inferior beings. Indeed, in Tincoo's first meeting with the Doctor, she speaks to him in slow, measured tones as she might if addressing a child or a being of limited mental capacity. Tincoo and the other Qomarians' initial evaluation of the **EMH** and *Voyager's* crew as lower life forms is soon challenged, however, when the group become entranced by the Doctor's casual renditions of folk songs and operatic arias from Earth's history. Tincoo has never before encountered the concept of music, and is fascinated by it.

The concept of song and of musical artistic expression in general is a foreign one to the Qomar, and Tincoo's firsthand exposure to it through the Doctor

is a revelation. The EMH's performances of opera and jazz inspire her to create a musical composition of her own, based on mathematical formulas derived from the interaction of two fractals, blending her people's reverence for the beauty of abstract mathematical concepts with the more traditional concepts of music, art, and poetry, held by other races.

A star is born

Tincoo introduces Prelate Koru, a ranking member of Qomar's government, to the Doctor's singing talents, and his renditions are soon broadcast far and wide across the Qomarian homeworld. Before long, the Doctor is a megastar to the Qomar people.

Tincoo takes it upon herself to assist the Doctor in his singing career. She helps him prepare for

Mistaken love

The Doctor makes the mistake of ascribing human values to a member of an alien culture, and he misconstrues Tincoo's comments as being indicative of a budding romance between them. When Tincoo summons the EMH to the planet, however, it is not to begin a close – and possibly even romantic – liaison with her, but to present him with her new creation, a highly modified variant of the EMH program specifically designed to function as a musical performer. Tincoo's holoprogram possesses none of the character or 'soul' of the Doctor, and is instead wholly dedicated to the technique of singing; Tincoo's skill with holograms has added polyphonic sequencers and **multiphasic overtone capability** to the

★ Scientist

Tincoo has the ordered mind of a mathematician, and looks for a logical solution to the problem of the Doctor's vocal limitations.



★ On stage

Tincoo introduces her new hologram to the opera house crowd, but seems uninterested in fame for its own sake.

Doctor's template. Her reaction to his perceived romantic advances makes it clear that Tincoo, like her fellow Qomarians, has only the most basic regard for non-Qomar beings. The Doctor holds out hope that Tincoo's 'appreciation' of his singing is the foundation of a relationship between the two of them, and he is unaware until the very end that Tincoo thinks of him as merely an interesting piece of advanced technology, not as an equal. With the creation of her **Singing Holographic Matrix**, Tincoo ushers in a new age of artistic expression for her species. She remains unaware that she has stirred an emotional response in *Voyager's* Doctor, or that this in turn sends him back to his ship, having been taught a lesson about the fleeting nature of fame.

REPLACING THE DOCTOR

Original composition

Mere days after discovering the concept of music, Tincoo feels ready to compose her own tunes. Her song is based on a complex mathematical equation, however, and, unfortunately, it contains notes that are beyond the human vocal range programmed into the EMH. Tincoo offers to help reprogram the Doctor to allow him to perform her work; some of his medical subroutines will have to be deleted and his vocal processors reconfigured, but she argues that, "by any mathematical standard, the medical care of 150 people cannot compare to the cultural enrichment of millions." Tincoo thinks she has solved everyone's problems when she creates a superior holomatrix, and seems oblivious to how much she has hurt the Doctor's feelings by simply replacing him.



▶ Doc horrified

The Doctor tells Tincoo, "music is more than mathematics. When my singing moves you, you're not just hearing notes, you're hearing my artistry ... my soul."



▶ New model

Tincoo's solution enables the Qomar to keep their star, and VOYAGER to keep its doctor, but the EMH is not impressed.

Orbital Skydiving Suit

Leaping from a spacecraft at exospheric altitudes is a curious form of recreation, but one which Lt. B'Elanna Torres of the *U.S.S. Voyager NCC-74656* finds particularly appealing in 2375.

The integration of holodecks into *Starfleet* vessels gives the entire crew the opportunity to participate in sports and pastimes they may have originally followed on their homeworlds. The sophistication of the very latest holodecks, as found on *Intrepid*-class vessels, means the experience is virtually identical to the real thing. Safety is an extremely important issue within holodecks, however, so some sports that involve personal injury or risk may not be as 'lifelike' as they are in actuality. During a time of great personal conflict in her life over the death of fellow *Maquis* members, Lt. B'Elanna Torres pursues orbital skydiving, which is one of the most dangerous 24th-century pastimes. Under normal circumstances, the safety protocols within the holodeck environment would completely protect her, but by overriding these systems, the experiences Torres will encounter during her skydiving will be absolutely authentic – even down to the very real possibility of serious injury or even death.

Jumping without a safety net

The equipment used in the sport of orbital skydiving consists of three main elements – a single-piece protective suit, a protective helmet, and a harness containing a landing system. B'Elanna Torres replicates such a suit for use in her orbital skydiving facsimile; because the safety protocols within the holodeck are removed, the suit she manufactures must be exactly

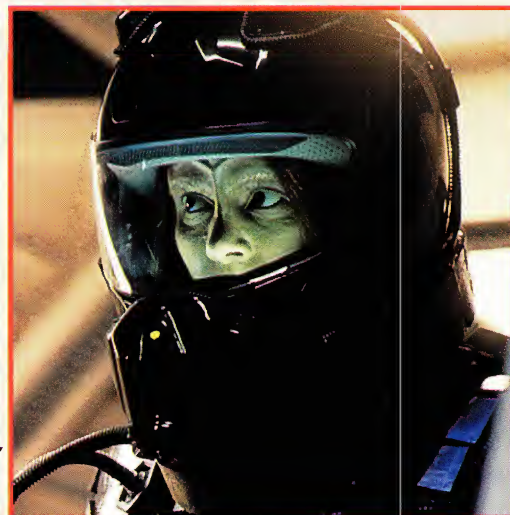
the same as one used during an actual jump. Anything less would not offer the level of protection required to survive the leap from exospheric altitudes.

Suit construction

The skydiving suit is worn over normal clothing and consists of a highly flexible, ribbed black material, onto which are mounted areas of sectional protective plating. The plating is made up of individual blue-colored squares manufactured from a lightweight alloy, and is placed in such a way as to allow the maximum amount of movement for the user while still protecting the most vital sections of the body. The feet are protected by a pair of lightweight yet resilient boots, and the hands by a pair of shielded gloves that have been specifically designed to allow the user to open and close the visor of their helmet and do not impede the use of the fingers due to excessively thick material. The underside of the helmet has a single strip of protective squares running around its base, creating an effective seal between the upper chest plate and the bottom of the helmet. This prevents any injury to the neck occurring from debris that may be present in the upper atmosphere.

The protective shielding is present all across the front of the chest and down to the lower abdomen, which is particularly important as the front of the body forms the leading edge of the skydiver during a jump. The upper arms and shoulders also have protection, although the inside of

A large, black helmet covers the head of the skydiver, leaving only their eyes and nose visible through a clear visor.



the arms are only protected by the ribbed suit, allowing maximum movement of the arms backward and forward. At the beginning of a jump, after the vessel on which the skydiver is traveling has leveled off – at a height of 300,000 kilometers if an individual is feeling particularly daring – the skydiver exits the vessel head-first with their arms angled upward and facing forward either side of the head. This start position

is held for a few seconds until clear of the drop ship. The arms are then brought to either side of the body, and the skydiver effectively becomes a missile, falling head-first toward the surface of the planet. The lack of armor around the arms and along the sides of the body is important, as it allows a more streamlined shape to be maintained, although the armor on the outer edges of the arms and forearms

The orbital skydiving suit makes the best compromise between flexibility for the wearer, and protection during their freefall. Much of the suit is covered in small metallic squares, which are resistant to the friction caused as the wearer passes through a planetary atmosphere at high speed.



Orbital skydiving requires three separate pieces of equipment: a helmet, body suit, and atmosphere-providing pack.



The skydiver need not wear their protective helmet until they are absolutely ready to commence their jump.

Orbital Skydiving Suit



▲ **Orbital skydives must be conducted from a vessel such as a shuttlecraft, which can achieve a high altitude, and remain steady in atmospheric friction.**

affords the maximum protection to the user in this position.

The user's back is usually covered by a small black rectangular backpack, containing the environmental controls for the suit and the landing mechanism; only the base of the spine, inner thighs, and backs of the legs, down to the boots, are protected by the armor. The backpack is held in place by two sturdy straps that cross over the shoulders and connect around the front of the suit, minimizing the amount of drag they may produce during the fall. At such extreme altitudes, the user requires breathable air, due to the lack of atmosphere; this is supplied by the backpack and suit, which also has to filter out harmful radiation at such altitudes. There does not appear to be any external controls situated on the arm or hand units for the environmental controls, suggesting they may either be automatic, or altered by voice commands through the intercom unit built into the helmet.

Sophisticated helmet

The orbital suit's helmet is a large, oversized single-piece unit that fits snugly around the user due to its contoured inner lining. The unit is constructed from a lightweight, reinforced compound, and the polished exterior affords a streamlined shape which is designed to minimize drag and afford maximum protection. The high visibility visor can be moved upward before a jump. The readiness of the suit's functions are clearly defined by a small circular diode at the front of the helmet; this changes from red to white when the visor is clipped into place. Once the visor is down and the helmet pressurizes the suit's systems, the skydiver can commence their jump and leap out into space through a suitable door or hatchway on their drop ship. Air is fed to the helmet via a small



▲ **A forcefield keeps the atmospheric conditions within the shuttlecraft constant until the skydiver is absolutely ready to begin their descent.**

hose connecting to the right of the helmet's underside, and the interior has its own low-level illumination during the dive. Communication with other skydivers or the drop zone can be maintained through the internal microphone and headset. Within the holodeck, this also allows B'Elanna to cancel her simulated dive within the holodeck when she is contacted by the bridge.

Complex suit

The suit consists of a stretch-ribbed black base onto which are placed sections of square armor plating around the forearm, gauntlets, upper arm and shoulders, base of the spine, inner thighs, back of legs, boots, collar, around the base of the helmet and breastplate, down to the crotch and front of the thighs. The suit has to be flexible to allow ease of movement, yet very strong and lightweight. The armor is metallic blue in color. The neck collar is built up and flexible like the suit, and normal clothing can be worn underneath.

Orbital skydiving has been in existence since at least the late 23rd century, and is an extremely high-risk pastime. In order to take part in the activity you need a vessel capable of achieving orbit; the vessel reaches the required height and then levels off before the jump can take place. Under normal circumstances, the jump would occur without interruption, but in the case of the holodeck on *U.S.S. Voyager NCC-75656*, the computer understands that when safety protocols are disengaged, there is a risk of injury. Many would argue that there is little point in taking part in the sport if it is completely safe, however: it is the thrill of the jump that is important.

Ready to leap

Up to the point of levelling off, the jumper will stand in position behind a protective forcefield, shielding an open doorway or hatch. The jumper does not have the helmet on at this stage and breathes the atmosphere of the drop ship's cabin, but as soon as they are ready they don their helmet, which has a flip-up curved visor. They place it comfortably on their head, and the red circular indicator lamp at the front turns to white. At this point the visor is clipped down into place with a sealing sound, and the internal light in the helmet flicks on. The suit is now pressurized and begins feeding air to the user through its own small reserve contained within



▲ **The skydiver initially holds their limbs away from their body as they begin their descent. Their speed increases as they bring their extremities closer to their body.**



▲ **When B'Elanna Torres ends her orbital skydiving holodeck simulation, her descent slows, and her body is maneuvered into a standing position.**



▲ **The equipment required for this dangerous activity is surprisingly lightweight, and can be carried out of the holodeck with little effort.**

the backpack harness. The air is pumped into the right side of the helmet via a small hose over the shoulder.

With the suit fully ready, the forcefield is dropped in front of the door, and the suit becomes the only protection the user has. At this height, lack of air is only one of the problems – solar radiation is hugely increased, and is something against which the user must be protected. The atmosphere is very cold and hostile, so the suit is fitted with its own heating system. The jump commences with the diver leaping out of the vessel head first. The arms face forward, but open, with the legs slightly apart. By bringing the arms down by the side, speed is increased as the suit completely protects the user as they plummet downward. The suit has a built-in intercom loud enough to overcome the tremendous rushing sound in the helmet, and it also has a de-mister so that the spectacular view is not interrupted.



▲ **Many Starfleet officers take part in high-risk sports. Captain James T. Kirk enjoys free-climbing – particularly up El Capitan in Yosemite National Park.**

Tricorder: 29th Century

Tricorders have been the stalwart of handheld scanning devices used by *Starfleet* crews since at least the 23rd century. By the 29th century, they have become smaller, more powerful, and more adaptable to different environments and situations.



▲ *Seven of Nine* uses a 29th-century tricorder when she is recruited to work undercover by the crew of the *U.S.S. RELATIVITY*.

On Stardate 52861, *Seven of Nine* is recruited by **Captain Braxton** of the 29th-century *Federation Timeship U.S.S. Relativity NCV-474439-G* for a mission to prevent a major infringement of the timeline, centering on the *U.S.S. Voyager NCC-74656*. The mission depends on *Seven of Nine* traveling back in time on a number of occasions while carrying out her vital duties for the futuristic **Federation** crew. The ex-**Borg** drone eventually discovers that a delusional future incarnation of Captain Braxton is the real culprit responsible for the damage to the timeline, but she nonetheless experiences firsthand the future developments

of Federation technology while on board the *Relativity*, and witnesses many of the advanced controls and systems used to regulate and police the past. It is interesting to note that even after 500 years of technological advancement, much of the technology used aboard Braxton's *Timeship* is still reasonably familiar to *Seven*.

Design similarities

The primary portable sensor tool used by Federation crew members on away missions is still recognizable as a **tricorder**. The futuristic version of *Starfleet*'s much-used handheld scanning device shares a number of similarities with the tricorders used during the 2370's,

although it is far more compact and streamlined than this contemporary unit. Retaining the 'clam shell' design, by which the unit splits open into two linked parts, the upper and lower sections close to form a rectangular shape that is approximately three centimeters thick, 12 centimeters long, and 10 centimeters wide. Unlike the present tricorder design, where the shorter lower section fits into the longer upper section, the entire length of the two halves mate together, leading to equal distribution of controls on both sections of the unit.

Tricorders are designed to be durable, as they must be able to operate efficiently within a variety of situations and environments without

29TH-CENTURY TRICORDER

Compact The 29th-century **tricorder** is the smallest and most powerful incarnation so far of *Starfleet*'s familiar handheld scanning device.



REAR VIEW



OPEN VIEW

The tricorder can be carried within a small holster that attaches to the uniform worn by *Starfleet* personnel aboard 29th-century vessels.



CLOSED VIEW

The controller interface of the tricorder is familiar to users of earlier versions – proving that *Starfleet*'s designers have created an inherently perfect design.

Tricorder: 29th Century



▲ **Seven of Nine is recruited from the year 2375 by the crew of the U.S.S. RELATIVITY, to search for a hidden weapon.**



▲ **The tricorder's sensitive scanning array makes it the most useful tool in an attempt to locate a temporal disrupter.**



▲ **The 29th-century tricorder is much smaller than earlier versions, and comfortably fits within the palm of one hand.**



▲ **The tricorder is not radically different to its 24th-century predecessor, ensuring that Seven's unit remains unnoticed.**

fear of malfunction. The outer shell of the 29th-century tricorder is constructed from a polished metallic casing, with the upper half having a series of six narrow raised ridges running across its entire width. This aids in the handling of the unit, and increases the amount of grip an operator can have on the casing, and also helps to orient the unit when it is placed into its slimline holster, which is worn at the waist. Twenty-fourth century tricorders require a bulkier holder due to their larger size, but the positioning of the futuristic unit is exactly the same, with the upper few centimeters of the device exposed within the holster to allow fast access to the unit.

The layout of the tricorder is similar to previous versions of the device, and the operation of its touch-sensitive controls is

augmented by the reassurance of an audible confirmation when the various buttons are manipulated.

Tricorders have always successfully employed audio and visual signals, using a rising tone or increasing electronic tempo to indicate when the relative position of an object being searched for is getting closer to the operator. The version used in the 29th century is no exception, allowing the fast detection of well-hidden and even shielded devices.

Visual prompts

The upper edge of the top section of the tricorder contains a strip of yellow light-emitting diodes that illuminate when the unit is activated by opening up the two halves. The diodes maintain a repeating pattern from the center of the strip to the outside edges of the tricorder as scanning takes place.

Information recorded during the scanning process is relayed to the operator via a small rectangular screen built into the upper half of the tricorder's interior, and protected from damage or accidental activation when the tricorder is closed. A series of brightly illuminated pads and buttons allows the

operator to input and record data on the lower section of the unit, as well as call up information that may be required during an away mission. The activation of forcefields, proximity alerts of approaching personnel, and the ability to recalibrate a temporal transport beacon or scramble the locking mechanism of a Starfleet bulkhead, are among the many uses of the 29th-century device.

Tricorders can be used to store library information uploaded to them from the main computer of a starship or planet-based facility, and the unit carried by Seven of Nine is no exception. During her initial examination of *Voyager* in the search for a temporal weapon,

her tricorder has the ability to scan for the device and give detailed information on the exact location of the weapon when it is eventually found, utilizing data previously stored into the unit by the U.S.S. *Relativity* crew.

Remarkable operation

The level of sophistication of the 29th-century tricorder allows it to operate despite the fact that Seven of Nine has her own **chroniton flux**, having traveled through time. Designed to be used during temporal incursions, the tricorder isolates Seven of Nine's chroniton flux, effectively ignoring it as scans are carried out for an additional flux reading of 0.003.



▲ **The 29th-century tricorder is such a slim device that it is almost completely hidden by Seven's hand when she is using it, making it easy to conceal.**

▶ **The tricorder's size means that its display screen is only a few centimeters across, but it delivers all necessary data.**

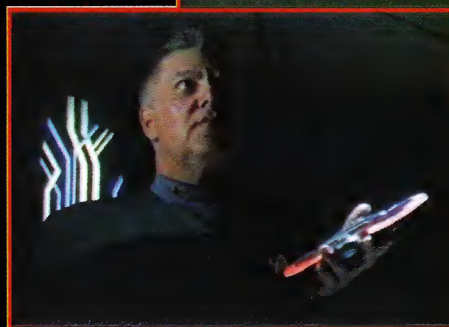
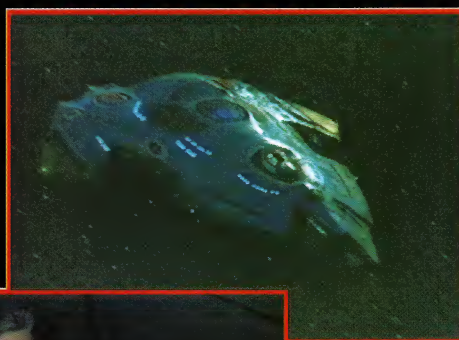


FUTURE TECHNOLOGY

Looks familiar?

The similarities between the 29th-century tricorder and its 24th-century predecessor are not as remarkable as it might seem. As far back as the 1960's, Earth's technological development was polluted by 29th-century concepts when material from a crashed *Timeship* fell into the hands of entrepreneur Henry Starling. Starling jumpstarted the microcomputer revolution, resulting in the introduction of futuristic technology at a very early stage. As a result, many of the devices used in the 24th century have evolved out of 29th-century designs over a period of more than 500 years.

▶ **Unlike tricorders, the U.S.S. RELATIVITY NCV-474439-G bears little relation to its predecessors, the dual-hulled starships of the 24th century.**



▶ **Captain Braxton is responsible for considerable technological pollution of the timeline, a result of his *TIMESHIP* once crashlanding in 20th-century Arizona.**



STAR TREK: THE MOTION PICTURE INDEX

Part 2 To combat the threat posed by the mysterious *V'Ger*, Admiral James T. Kirk takes command of the refitted *U.S.S. Enterprise NCC-1701*. The starship has undergone a series of major revisions; this has resulted in the evolution of both its exterior and interior, and serves to reaffirm its position as the flagship of Starfleet.

U.S.S. ENTERPRISE NCC-1701 REFIT



U.S.S. Enterprise NCC-1701 Refit
FILE 21

▲ The major visual change to the *U.S.S. ENTERPRISE NCC-1701* is to the warp nacelles; the previous circular units are replaced by more angular units on steeply angled struts. The hull of the vessel has also been reprofiled to give it a more curvaceous appearance.

BIOBEDS: 2270'S



Biobeds 2270s
FILE 66 CARD 6A

▲ The biobeds of 2271 can relay information to a large display monitor located on one wall of the sickbay facility.

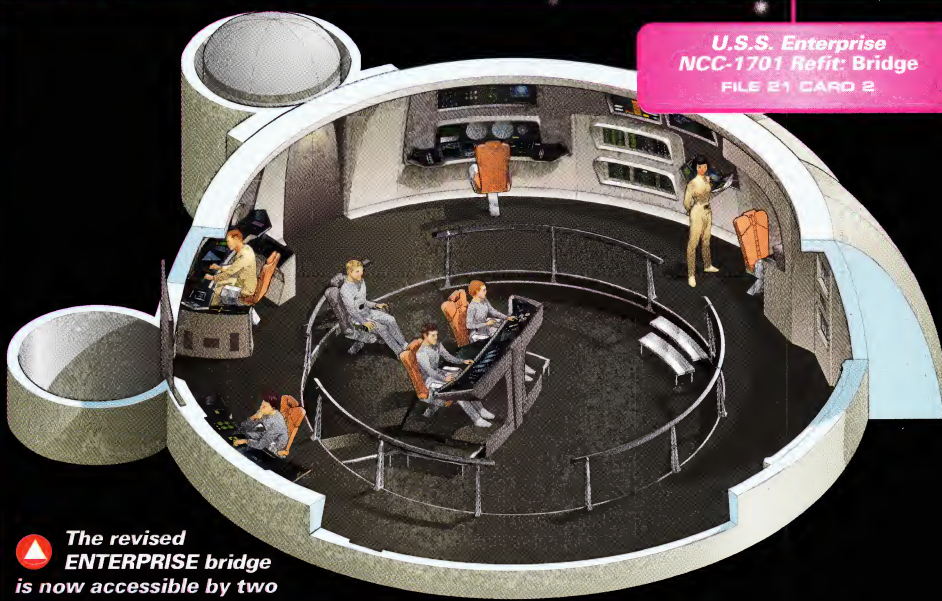
TRICORDER: 2270'S



Tricorder 2270's
FILE 66 CARD 1A

▲ The tricorder of 2271 employs an angled control interface.

MAIN BRIDGE



U.S.S. Enterprise NCC-1701 Refit: Bridge
FILE 21 CARD 2

▲ The revised *ENTERPRISE* bridge is now accessible by two turbolifts.

U.S.S. ENTERPRISE NCC-1701 REFIT: GENERAL PLANS

U.S.S. Enterprise NCC 1701 Refit
FILE 21 CARD 1

▶ The revised profile of the *ENTERPRISE* gives it a more powerful stance.



VENTRAL VIEW



FORE VIEW



PORT VIEW



AFT VIEW



DORSAL VIEW



STAR TREK: THE MOTION PICTURE INDEX Part 2

EPSILON IX

Epsilon IX
FILE 32 CARD 10

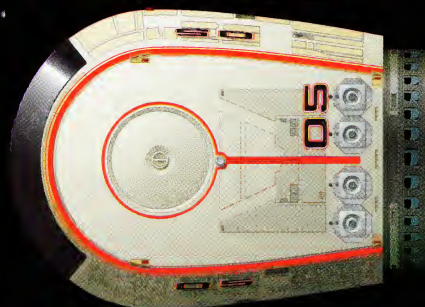
▼ The **EPSILON IX MONITORING STATION** is located near the Federation border with Klingon space. The outpost is destroyed by V'GER in 2271.



▲ Commander Branch oversees operations aboard the **EPSILON IX** station.

TRAVEL POD

Travel Pod
FILE 30 CARD 1



▲ Admiral Kirk travels to the refitted **U.S.S. ENTERPRISE NCC-1701** aboard a **TRAVEL POD** piloted by Mr. Scott.

KLINGON BATTLE CRUISER



Klingon Battle Cruiser: Bridge
FILE 34 CARD 16

▲ Three **KLINGON BATTLE CRUISERS** are destroyed by V'GER when they attempt to investigate the immense probe.

INSIGHTS INTO THE VULCAN CULTURE

▶ The **VULCAN SHUTTLE** is used to ferry Spock to the **U.S.S. ENTERPRISE** in 2271. The vessel features a detachable upper section that can dock with other ships.



Vulcan Shuttle
FILE 30 CARD 2

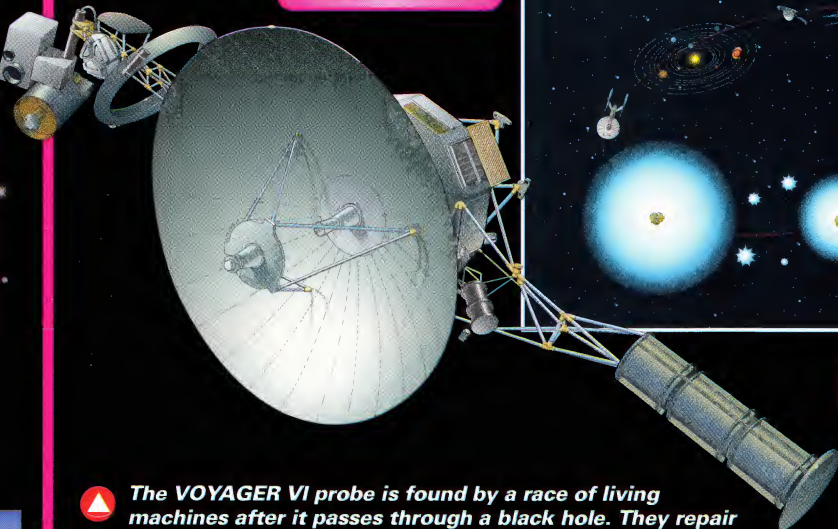


Vulcan Discipline
FILE 9 CARD 5

▲ Spock attempts to complete the **Kolinahr discipline**.

V'GER

Voyager VI
FILE 42 CARD 2



▲ The **VOYAGER VI** probe is found by a race of living machines after it passes through a black hole. They repair it, and send it back to Earth on a mission to find its creator.

V'GER's Mission
FILE 42 CARD 2B

▲ **V'GER** enters the **Sol** system in an attempt to locate its creator.

STAR TREK: THE MOTION PICTURE FILES

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F update

Fitzgerald, Doc

Holographic character in the **Fair Haven** program. Like **Shamus**, Fitzgerald was superstitious and feared that **Tom Paris** was practising some form of unholy magic. (*Starship Log*: 'Spirit Folk' [VOY]) **SEE FILES 29, 71**

Five Stages of Acquisition

Emotional evolution associated with new purchases, according to the **Ferengi**: Infatuation, Justification, Appropriation, Obsession, and Resale. **Harry Kim** believed **Tom Paris** experienced the same progression with a new hobby. (*Starship Log*: 'Alice' [VOY]) **SEE FILE 71**



Tom Paris appeared to undergo the five stages of acquisition after he bought ALICE.

Fizz

Name of a mixed alcoholic brew. The Fizz was ordered by a group at **Quark's** who also requested five other 'F' drinks: **Finial**, **Froth**, **Flip**, **Foam**, and **Flare**. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

Flare

A cocktail on the menu at **Quark's**. The Flare was one of a series of 'F' drinks – **Fizz**, **Froth**, **Flip**, **Foam**, and **Finial** – ordered by patrons at one table. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

Flip

Libation available from **Quark's Deep Space Nine** tavern. The Flip, **Fizz**, **Froth**, **Finial**, **Foam**, and **Flare** were all requested by a mysterious group huddled at one of the establishment's tables. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

Flith

Humanoid male, native to **Farius Prime**, who worked as an **Orion Syndicate** henchman under **Liam Bilby**. Flith was executed by Bilby's boss, **Raimus**, for failing to pay his full fare. (*Starship Log*: 'Honor Among Thieves' [DS9]) **SEE FILES 44, 70**

'Flotter, The Adventures of'

Title of beloved children's morality books that were translated into holographic programs and a line of plush toys. The main character, **Flotter T. Water III**, is literally made of H₂O and lives in the **Forest of Forever** where he, and the children, learn about nature and coexistence through problem-solving adventures. Popular stories include 'Flotter and the Tree Monster,' 'Trevis and the Ogre of Fire,' and 'Flotter Meets the Invincible Invertebrates.' (*Starship Log*: 'Once Upon a Time' [VOY]) **SEE FILES 29, 44, 71**



Like generations of children before her, Naomi Wildman finds 'The Adventures of Flotter' to be an entertaining and educational holodeck program.

Flynn, Errol

Human movie actor from the first half of the 20th century famous for athletic, swashbuckling roles. **Vic Fontaine** presented **Nog** with a replica of Flynn's black lion's head cane after the **Ferengi** lost a leg in battle. (*Starship Log*: 'It's Only a Paper Moon' [DS9]) **SEE FILE 70**

Foam

Frothy concoction **Quark** manually assembled when his drink **replicator** broke. Foam was just one 'F' drink, in addition to **Fizz**, **Froth**, **Flip**, **Finial**, and **Flare**, ordered by a group at **Quark's**. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

Fontaine, Vic

SEE Vic Fontaine Holoprogram

footfall

An expression of linear distance in the **Vori** language. For example, **Commander Chakotay** was discovered one hundred footfalls from a soldier's encampment. The enemy's position was 10000 footfalls away. (*Starship Log*: 'Nemesis' [VOY]) **SEE FILES 18, 71**

Forest of Forever

Colorful locale for **Flotter's** imaginary adventures. **Naomi Wildman** played in the **U.S.S. Voyager NCC-74656's** holographic Forest of Forever. The forest might catch fire or flood, to teach a lesson. (*Starship Log*: 'Once Upon a Time' [VOY]) **SEE FILES 29, 44, 71**

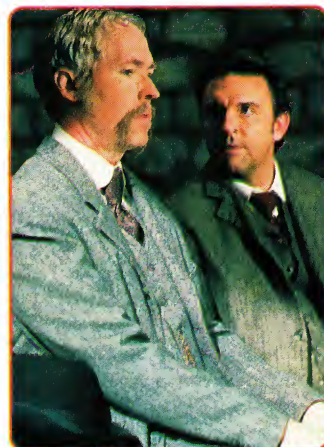
Fortress of Doom

Evil **Dr. Chaotica's Planet X** home base in the holographic 'Adventures of Captain Proton!' The Fortress is entered via a drawbridge or underground caverns. A fortress death ray discourages unscheduled visitors. (*Starship Log*: 'Bride of Chaotica!' [VOY]) **SEE FILES 29, 43, 71**



Captain Janeway infiltrated Chaotica's Fortress of Doom in the guise of Queen Arachnia.

Fitzgerald, Doc
Five Stages of Acquisition
Fizz
Flare
Flip
Flith
'Flotter, The Adventures of'
Flynn, Errol
Foam
Fontaine, Vic
footfall
Forest of Forever
Fortress of Doom
Fostossa virus
Four of Nine
Frame, Dr.
Frankie Eyes
Frederick
Fredrickson NCC-42111, U.S.S.
French Resistance Simulation
Froth
Fuchida, Lt.
Fujisaki, Vice-Admiral
Full Consortium
Fulp



Doc Fitzgerald was the physician in the holodeck town of Fair Haven. He also acted as a confidant to the townsfolk whenever they needed someone to talk to.



Nog was extremely proud of his replica Errol Flynn cane, given to him by Vic Fontaine, and carried it with him while he recuperated.



Fostossa virus

Microscopic **Bajoran** killer. **Cardassian Dr. Crell Moset** stumbled on a cure for the Fostossa virus while conducting horrific experiments on Bajorans during the Cardassian occupation of **Bajor**. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILES 50, 71**

Four of Nine

Four of Nine, **Secondary Adjunct of Unimatrix Zero-One** was a member of **Seven of Nine's** original unimatrix. Before assimilation, Four of Nine was known as **P'Chan**. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILES 15, 71**



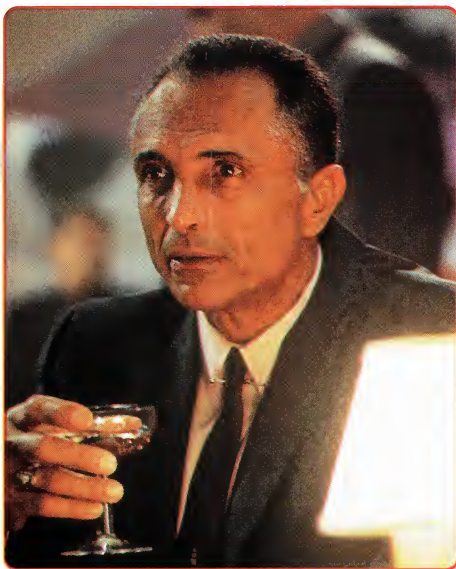
Four of Nine boarded the **U.S.S. VOYAGER** at the **MARKONIAN OUTPOST** in 2276, in an attempt to free himself and his comrades from a mind link initiated by **Seven of Nine** years earlier.

Frame, Dr.

Physician for **Starfleet**. In 2375, **Dr. Julian Bashir** believed **Frame** was treating **Admiral Ross** for an incapacitating aneurysm. **Ross** later claimed **Frame** had suggested taking it easy for a few days. (*Starship Log*: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILE 70**

Frankie Eyes

Holographic character, also known as **Frankie Chalmers**, in the **Vic Fontaine Holoprogram**. **Frankie** bought **Vic's** casino for **Mr. Zeemo**, forcing **Dr. Bashir** and **Chief O'Brien** to stage a heist to oust **Frankie**. (*Starship Log*: 'Badda-bing Badda-bang' [DS9]) **SEE FILES 27, 56, 70**



Frankie Eyes appeared in **Vic Fontaine's** holosuite program in 2375, and stated that he was taking control of the singer's casino for **Mr. Zeemo**. The establishment swiftly took on a different appearance.

Frederick

Samantha Wildman's suggestion for the **EMH's** name. Though the **Doctor** liked **Frederick**, he vetoed the name because of its resemblance to a word considered rude on the **Bolian** homeworld. (*Starship Log*: 'Dreadnought' [VOY]) **SEE FILES 29, 43, 71**

Fredrickson NCC-42111, U.S.S.

This **Excelsior-class** starship was one of many vessels needing repairs after engaging the **Dominion** at the beginning of 2374. (*Starship Log*: 'A Time to Stand' [DS9]) **SEE FILES 19, 31, 70**



The French Resistance holodeck simulation proved to be a favorable hunt for the **Hirogen** in 2374.

French Resistance Simulation

Holographic imitation of **Sainte Claire** in France during Earth's World War II. The **Hirogen** used the setting to study the **U.S.S. Voyager NCC-74656** crew. (*Starship Log*: 'The Killing Game' [VOY]) **SEE FILES 18, 29, 71**

Froth

Festive drink served at **Quark's**. A **Froth**, **Fizz**, **Finial**, **Flip**, **Foam**, and **Flare**, all fancy drinks beginning with the letter 'F' were ordered by a group visiting the **Ferengi** tavern. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

Fuchida, Lt.

Officer in the **New Sydney** police bureau. In 2375, when **Miles O'Brien** was missing, **Fuchida** rescued him from a pair of **Nausicaans**. Later, **Fuchida** arrested **Norvo Tigan** for murder. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 43, 46, 70**

Lt. Fuchida was the man responsible for finding the missing **Chief Miles O'Brien** on **New Sydney** in 2375. **O'Brien** had been searching for **Morica Bilby** when he encountered a pair of **Nausicaans**.



Fujisaki, Vice-Admiral

Deputy Chief of **Starfleet Intelligence** who died in 2374, apparently of food poisoning. **Agent Sloan**, **Fujisaki's** protégé, believed **Fujisaki** was murdered by the **Romulan Tal Shiar**. The **Tal Shiar**, however, denied involvement. (*Starship Log*: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILES 19, 70**

Full Consortium

Virtually unbeatable card combination in the **Ferengi** game of **Tongo**. **Quark** surprised **Jadzia Dax** with a **Full Consortium**, forcing **Worf** to lose a side bet with **Miles O'Brien**. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILES 66, 70**

Fulp

One of **Morn's** 17 siblings. **Miles O'Brien** learned that **Fulp** had produced another son during a long conversation with **Morn** while waiting for **Julian Bashir** to join him in a **holosuite**. (*Starship Log*: 'Chrysalis' [DS9]) **SEE FILES 58, 70**